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COMPUTER GAME DISPLAY SYSTEM AND PROCESSES,
IN ELECTRONICALLY-CONTROLLED MULTI-PARTICIPANT
GAME CONTESTS, FOR AGGREGATING AND COMPOSING
A COMMON DISPLAY AND FOR INCORPORATING VIRTUAL
PARTICIPANTS IN THE CONTEXT OF GAMES/CONTESTS
INVOLVING ACTIVE PARTICIPANTS

RELATED APPLICATION

This application is a continuation application of United States Patent
Application Serial No. 09/586,938, filed June 2, 2000, ^{now US Patent No. 6,729,959} which claims the benefit
of copending Provisional Application No. 60/137,786, filed June 2, 1999.

BACKGROUND OF THE INVENTION

This invention relates generally to computer-based or electronically controlled games of skill and/or chance involving multiple participants. More specifically, this invention relates to a game display system and method for generating a common information display indicating the progress or status of all game participants, so that individual participants can view their own status relative to all game participants and thereby assess or estimate their odds of winning.

In recent years, there has been a proliferation of computer-based, electronically controlled games. Such games have included a wide variety of games of chance used in the gaming (gambling) industry, as well as a wide variety of entertainment-type games that do not involve aspects of gambling. Early computer-based games were designed to support a single participant. More recently, enhanced computer performance has enabled the development of more sophisticated games which accommodate concurrent access by multiple participants.

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